PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-00860
1000804.221.US

BURNQUIST
CAMPBELL
GLIFBERG
HAWK
LASEK

TONY HAWK'S PRO SKATER™

MUSKA
REYNOLDS
ROWLEY
STEAMER
THOMAS

NEVERSOFT

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Game Controls 2

Main Menu 4

Options Menu 6

The Skaters 7

Spot Check—The Game Levels 12

Gameplay Tips 14

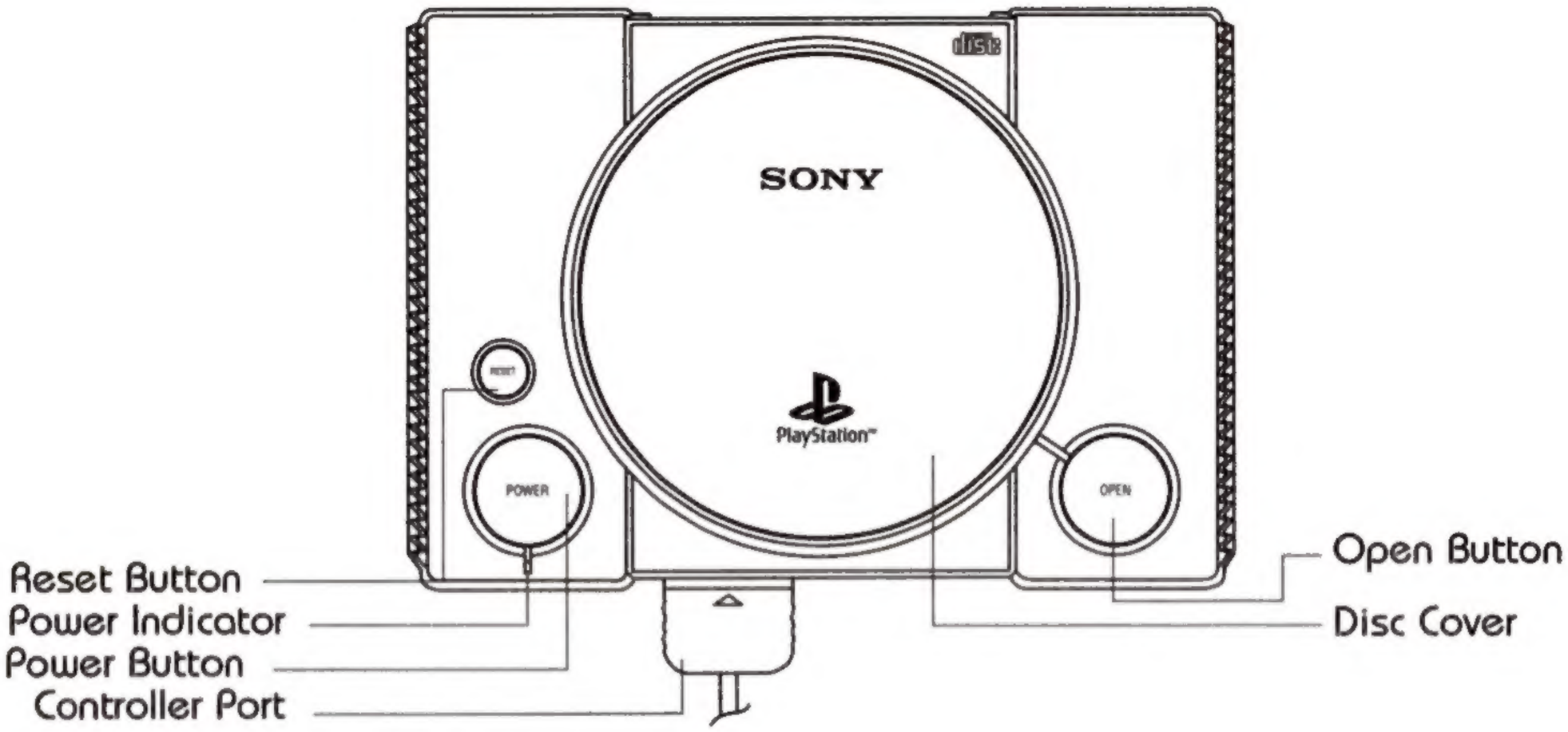
Trick Controls 15

Special Tricks 16

Credits 17

Customer Support 21

Software License Agreement 22

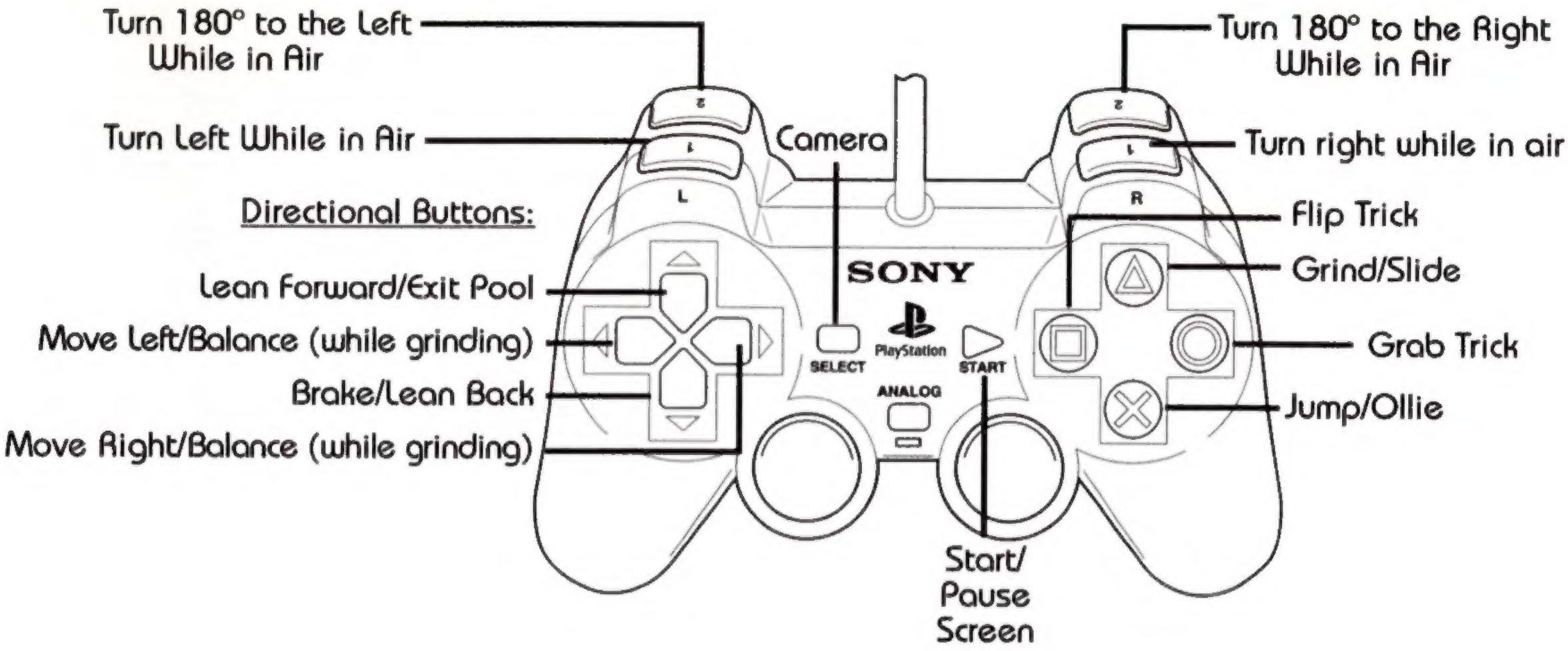


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Tony Hawk's Pro Skater™ disc and close the disc cover.
- Insert game controller(s) and memory card and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

Tony Hawk's Pro Skater supports the DUAL SHOCK™ analog controller. When the ANALOG mode switch is on, the left stick works the same as the directional buttons.



To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the X button to accept. Screens without menus will list buttons to press at the bottom of the screen.

GAME RESET

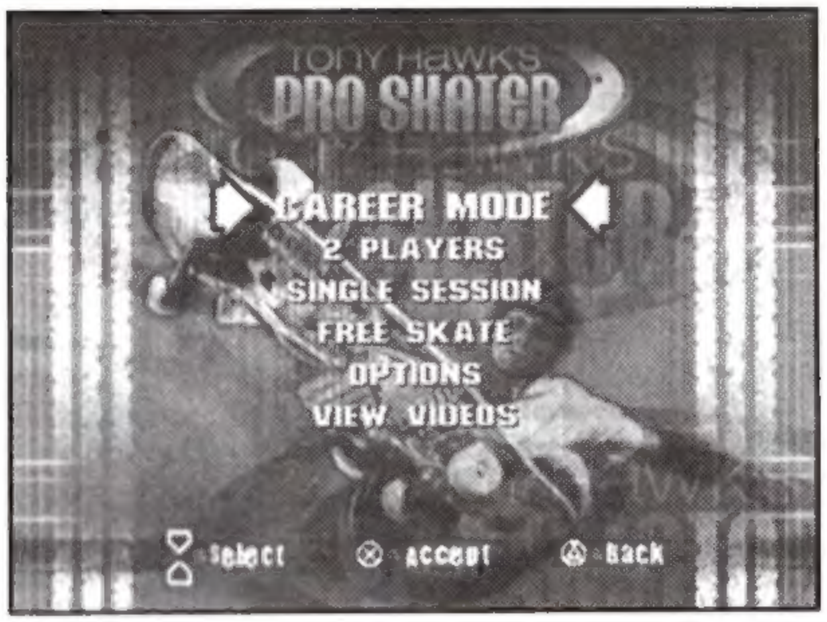
To abort a game in progress, press the **Start** button to pause the game. Choose **End Run** and then choose **Quit**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you do not. You will then be returned to the Main menu screen.

SOFT RESET

You can reset to the Tony Hawk's Pro Skater Main menu screen at any time during gameplay by holding down **Select**, then pressing and holding **Start** for two seconds.

MAIN MENU

Choose from the following options to begin playing **Tony Hawk's Pro Skater**. Using up/down on the directional buttons, choose the type of game you want to play. Press X to start that game. Two controllers must be plugged into the PlayStation to play a two Player game.



ONE-PLAYER GAMES

Career Mode: As a pro skater you've got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

Single Session: Choose a single level and skate an all out two-minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Free Skate: No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

> In order to save a new game, be sure to have one block of free space available on your memory card, since the game will not allow you to overwrite an existing career. To check the status of your memory card and/or delete existing games, use the PlayStation's internal Memory Card Manager. Continue Career will allow you to update on the same block.

TWO-PLAYER GAMES

Graffiti: A split screen race to see who can hit more tricks in the environment. "Tag" obstacles with your color by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.

Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points. Try introducing your opponent's face to the concrete by running into them.

HORSE: It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bails. Whoever slams gets a letter—first player branded with all letters, loses!

OPTIONS

Choose this to go to the Options menu.

VIEW VIDEOS

Select this option to load a previously saved replay from a memory card or to view the videos that you've unlocked in the game. From this menu you can also see the game and music credits.

OPTIONS MENU

PLAYER 1/PLAYER 2 CONTROLS

Use the left/right/up/down directional buttons to customize the controller setup.

Vibration: Toggles DUAL SHOCK™ analog controller vibration on or off.

Auto Kick: Select **On** for automatic acceleration of the skater. Select **Off** for manual acceleration. If turned off, use □ to kick.

Sound Levels

Sound FX Volume: Use the left/right directional buttons to adjust the sound effects volume.

Music Level: Use the left/right directional buttons to adjust the music volume.

Trick Tips: Select **On** to view helpful pop-up hints during gameplay. Select **Off** to disable these hints.

Score Display: Select **On** to view trick names and scores as you pull them. Select **Off** to turn them off.

Load Data: You must have a memory card loaded to open previously saved Options preferences.

THE SKATERS

Tony Hawk

The father of two and husband of one, Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in the hazy daze of Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless—most recently, unearthing skateboarding's holy grail by becoming the only person to successfully land a 900°.

Ollie	/ / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / / /
Age	**31**
Born	**USA**
Hometown	**Carlsbad**
Years Pro	**16**
Stance	**Goofy**
Height	**6'2**

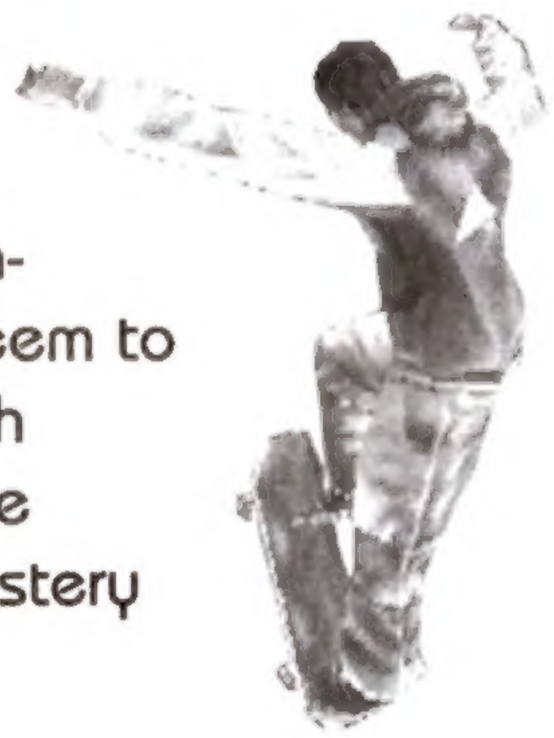
Bob Burnquist

Brazilian-born Bob Burnquist snuck onto the scene six years ago (winning the first pro contest he entered) and has been puzzling onlookers ever since. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie	/ / / /
Speed	/ / / / / /
Air	/ / / / / /
Balance	/ / / /
Age	**22**
Born	**Brazil**
Hometown	**Encinitas**
Years Pro	**7**
Stance	**Regular**
Height	**5'11**

Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles—breaking down any East vs. West barriers that his predecessors may have set up for him. His dual coast citizenship has led Kareem to develop a smooth metropolitan style based on the mastery of "real" street settings.



Ollie	/ / / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / /
Age	**25**
Born	**USA**
Hometown	**Los Angeles**
Years Pro	**6**
Stance	**Regular**
Height	**6'0**

Rune Glifberg

Originally from Copenhagen, Denmark, Rune Glifberg now hails from Huntington Beach, California. He's skilled on all terrain, comfortably dominating wherever he chooses to ride. But, while it's not uncommon to see him sessioning a backyard pool or cruising the streets, his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Ollie	/ / / /
Speed	/ / / / / / /
Air	/ / / / / / /
Balance	/ / /
Age	**25**
Born	**Denmark**
Hometown	**Costa Mesa**
Years Pro	**7**
Stance	**Regular**
Height	**5'11**

Bucky Lasek

Weaned on the characteristically rough structures of the East Coast scene—skills hardened and honed to perfection in Baltimore, Maryland—Bucky Lasek is easily half a step ahead of skateboarding's norm. Recently, he relocated all his power, originality, and style to Carlsbad, California to show the entire world where he's from and where he's at.

Ollie	/ / / / /
Speed	/ / / / / / /
Air	/ / / / / /
Balance	/ / /
Age	**26**
Born	**USA**
Hometown	**Carlsbad**
Years Pro	**9**
Stance	**Regular**
Height	**5'11**

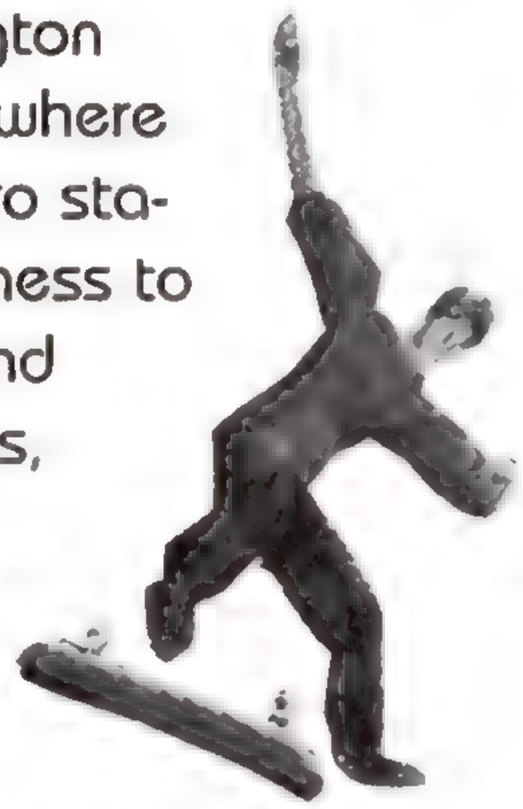
Chad Muska

From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown U.S.A. Muska expresses an enthusiasm for the sport of skateboarding that is only equaled by his on-board skills.

Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / /
Balance	/ / / / / / /
Age	**22**
Born	**USA**
Hometown	**Los Angeles**
Years Pro	**5**
Stance	**Regular**
Height	**5'10**

Andrew Reynolds

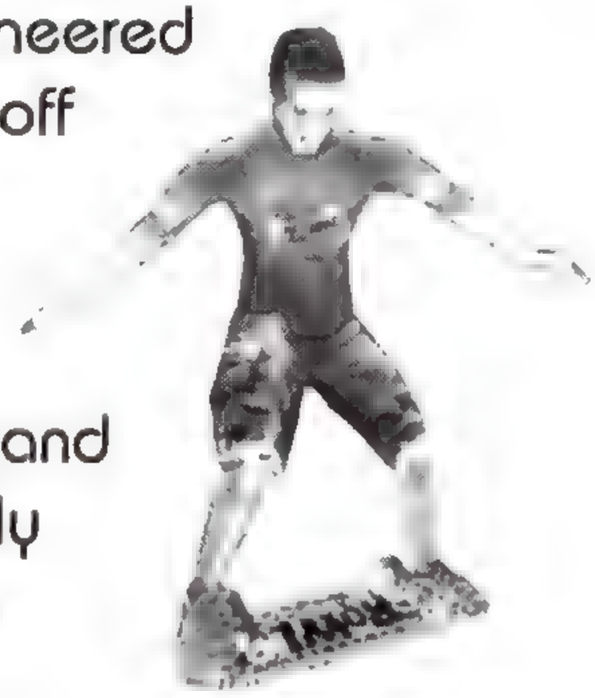
Andrew Reynolds has only been pro for three years, but that's all he's needed to turn the heads of everyone who even remotely cares about skateboarding. Turtle Boy hails from Huntington Beach, California where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeeee!



Ollie	/ / / / / /
Speed	/ / / / /
Air	/ / /
Balance	/ / / / / / /
Age	**20**
Born	**USA**
Hometown	**Huntington Beach**
Years Pro	**3**
Stance	**Regular**
Height	**6'2**

Geoff Rowley

A precision-engineered English import, Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff made his way over to Huntington Beach, California a few years ago, and the young lad from Liverpool has been speeding around the streets ever since.



Ollie	/ / / / / / /
Speed	/ / / / /
Air	/ / /
Balance	/ / / / / /
Age	**23**
Born	**UK**
Hometown	**Huntington Beach**
Years Pro	**5**
Stance	**Regular**
Height	**5'8**

Elissa Steamer

Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Well, in the last six all-girl events she's entered Elissa has gone undefeated. In this year's spring-time classic, The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys.

How ya' like her now?

Ollie	/ / / / / /
Speed	/ / / /
Air	/ / / / /
Balance	/ / / / / /
Age	**Undisclosed**
Born	**USA**
Hometown	**Fort Myers**
Years Pro	**1**
Stance	**Regular**
Height	**5'4**

Jamie Thomas

Alabama transplant Jamie Thomas goes big. A current resident alien of Encinitas, California, this fledgling alpha male has been pro for six of his twelve years of skateboarding. During that time he's directed and edited six videos while skating everyday—breaking off hundreds upon thousands of the world's longest and biggest handrails—his way.

Ollie	/ / / / /
Speed	/ / / / /
Air	/ / / /
Balance	/ / / / / / /
Age	**24**
Born	**USA**
Hometown	**Encinitas**
Years Pro	**6**
Stance	**Regular**
Height	**5'10**

SPOT CHECK—THE GAME LEVELS

Warehouse: Woodland Hills—Practice up in an abandoned warehouse full of ramps, pipes, rails, and gaps. This is the best place to get the basics down before rippin' it up in the rest of the game.

School: Miami—Dumpsters, lunch tables, and long rails. Ahhh... paradise can be found in this deserted school! And don't forget to carve up the pools for some huge air and sweet transfers! Anybody for a game of hoops in the gym?

Mall: New York—Take a little after-hours stroll through the indoor/outdoor mall. This place is filled with huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago—You've got three runs to take it out on all of the other pro skaters in the "Windy City Slam" contest. Five judges will score each run based on variety, difficulty, and style. When all is said and done, the top three finishers will receive shiny new medals to wear around their necks.

Downtown: Minneapolis—Dodge traffic and air it out over the fountain in the center court. This is a nice wide-open scene with lots of kicker ramps and fire escapes that make for some insane grind combos. And who said you have to stick to the streets? Rip up everything in sight and try to make it to the roof tops for some serious gaps.

Downhill Jam: Phoenix—Speed. Air. Speed. Air. Speed. Air. Get the picture? This crazy downhill run, set in a river gorge, is the place to be if you're looking for over-the-top speed and air. Grab the high rails and paths overhead for the scores that'll have even the big boys scratchin' their heads. Did we mention speed and air?

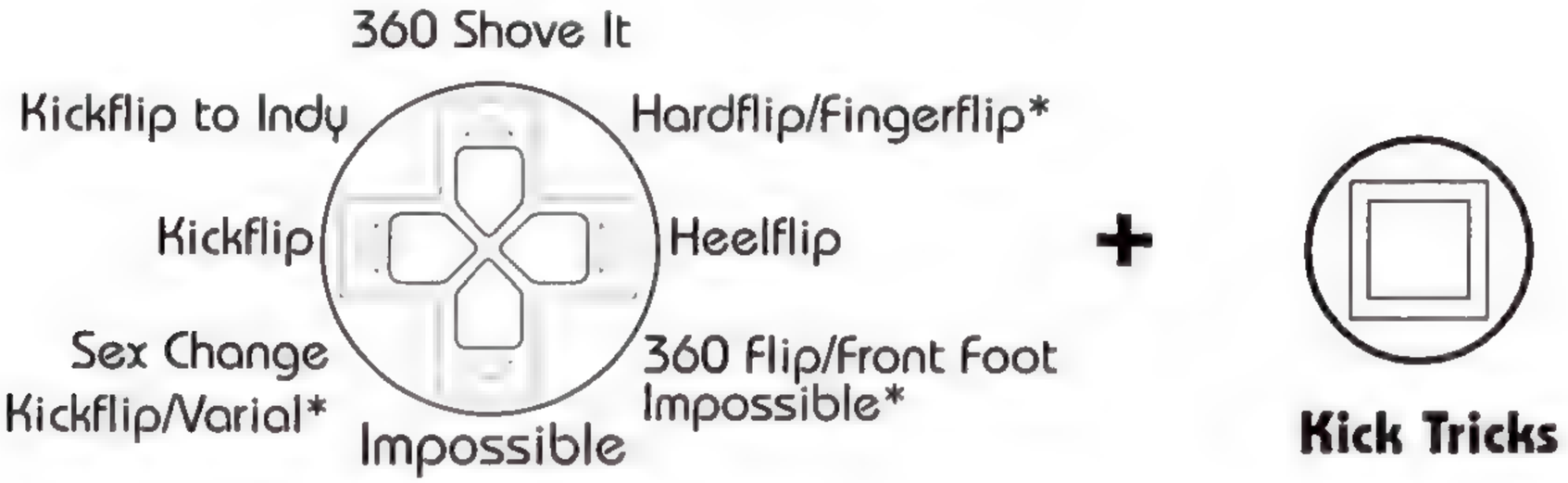
Contest 2: Burnside, Portland—This is the final contest before you make your way to the skate mecca that is San Francisco. The rules are the same as the first contest. Five judges, three runs, ten competitors, three medals. This familiar spot under an Oregon bridge has some killer lines that make for huge points, so get creative and bust out the combos that'll get you that gold.

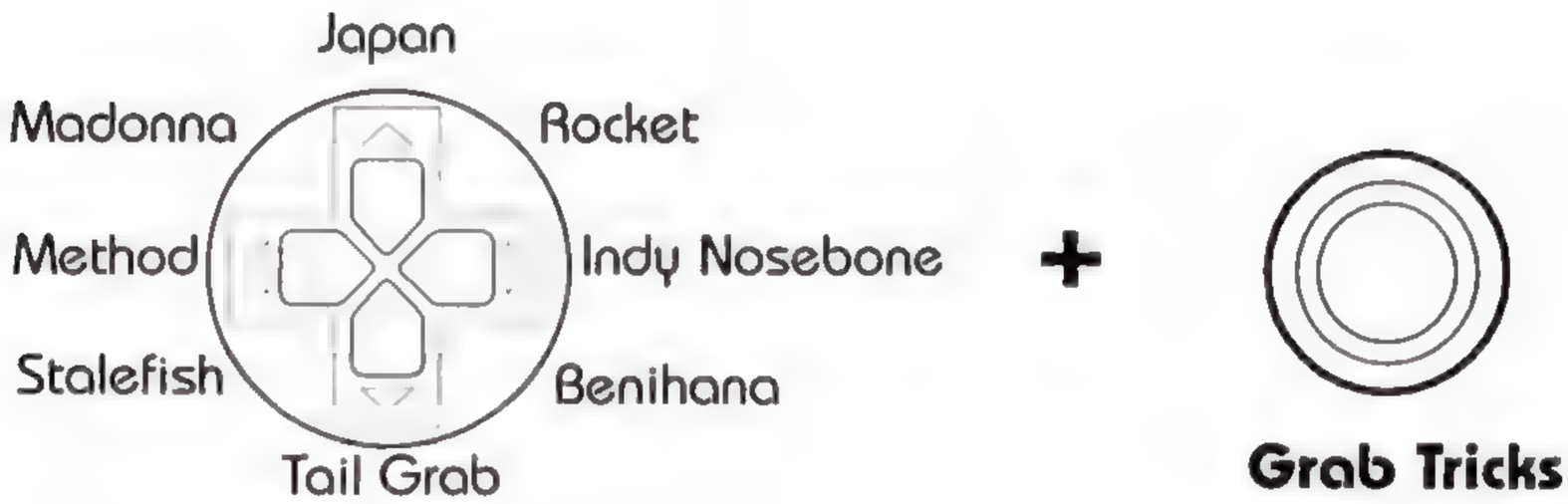
Streets: San Francisco—Skaters will recognize spots like Hubba Hideout and EMB (R.I.P.) while tourists can stick to Lombard Street and Chinatown. Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Only the best can tear it up enough to get a final mystery invitation to an enigmatic, not so far off land. Hmmm...

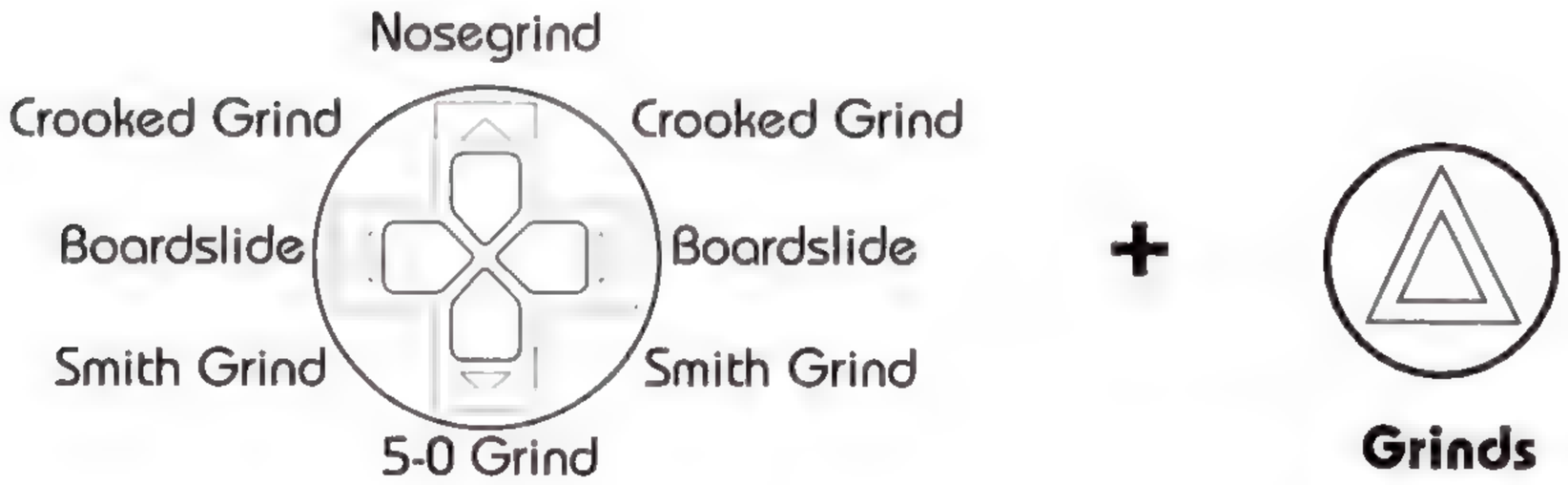
Contest 3—Have you seen him? Yup...and if you thought that thing was cool ten years ago, you ain't seen nothin' yet!

GAMEPLAY TIPS

- Hold X to crouch and go faster.
- Release X at the top of ramps for big air.
- Land straight to avoid bailing.
- Earn tapes by completing level goals.
- Tapes unlock new levels and decks.
- Hold Down X to crouch, release it to jump (ollie). Press X and tap ↑ to nollie. Press X and tap [up] twice to fastplant.
- The longer you crouch, the higher you will ollie.
- To grind, hold down ▲ when in the air near a rail, edge, or lip.
- Hold ↑ to get over a pool lip.
- Press ▲ near rails to grind.
- Use the directional buttons to balance while grinding.
- Ollie out of grinds by pushing X.
- When in the air, Tap ○ or □ plus a direction on the directional buttons to do tricks. (Example: □+← does a kickflip.)
- Vary your tricks for higher scores.
- Score points to boost your power.
- Attempt special tricks when powered up.
- Spin tricks with the directional buttons for huge multipliers.
- Use R1 and L1 to spin faster.
- Ollie into a wall and hit ▲ to wallride.







50-50 Grind: Head straight for the rail and press ▲.

*Trick depends on the skater.

SPECIAL TRICKS

SKATER	TRICK	KEY COMBO
Tony Hawk	360 Flip to Mute	↓→□
Bob Burnquist	One Footed Smith	→→▲
Geoff Rowley	Dark Slide	←→▲
Bucky Lasek	Fingerflip Airwalk	←→○
Chad Muska	360 Shove it Rewind	→→□
Kareem Campbell	Kickflip Underflip	←→□
Andrew Reynolds	Heelflip to Bluntslide	↓↓▲
Rune Glifberg	Christ Air	←→○
Jamie Thomas	540 Flip	←↓□
Elissa Steamer	Judo Madonna	←↓○

Note: Key combinations listed here reflect the default controller configuration.

CREDITS

DEVELOPED BY

Neversoft Entertainment

Lead Programmer Mick West
Programming Jason Keeney
Ryan McMahon
Christer Ericson
Additional Programming Dave Cowling
Kendall Harrison
Mike Day
Lead Artist Silvio Porretta
Artists Johnny Ow
Darren Thorne
Characters and Animation Noel Hines
Production Director Jason Uyeda
Designers Aaron Cammarata
Chris Rausch
Associate Producer Ralph D'Amato
Producer Scott Pease
Executive Producer Joel Jewett
Executive Art Director Chris Ward
Human Resources Sandy Newlands
Lisa Edmison
Support Souris Hong
Everyone at SkateStreet

PUBLISHED BY

Activision, Inc.

Producer Dave Stohl
Associate Producer Nicole Willick
Jenny Park
Programmer Gary Jesdanun
In-Game Sound FX
Tommy Tallarico Studios, Inc.
Joey Kuras
Video Editing Chris Hepburn
Intro Movie Larry Paolicelli
Additional Music Brian Bright
Activision Skater Gary Brunetti
Additional Art Danny Matson

ACTIVISION STUDIOS

Executive VP Worldwide Studios
Mitch Lasky
Senior VP Studios Steve Crane

MARKETING & P.R.

VP of Marketing Marc Metis
Product Manager William Kassoy
Marketing Associate Serene Chan
Senior Publicist Amy King

QUALITY ASSURANCE

QA Manager Marilena Morini
Senior Project Lead Joe Favazza

Project Lead Christopher Toft
QA Testers Chad Bordwell, Tanya Oviedo, Mike Stephan, Brian Ullmer, Eric Koch, Rajeev Joshi, Leonel Zuniga, Tomas Hernandez, Seth Williams, Angelo Federizo
QA Special Thanks Jim Summers, Gary Bolduc, Jason Wong, Tanya Langston, Nicholas Favazza

ACTIVISION UK

Sr VP International Bob Dewar
Sales Director Europe John Burns
UK Product Manager Matti Kuorehjarvi
Localization Supervisor Nathalie Dove

CREATIVE SERVICES

Ignited Minds, LLC
Copywriter Lori Ellison
Package Design Erik Jensen
Manual Writing & Layout Belinda M. Van Sickle

SPECIAL THANKS

Linus Chen—penultimate gamer, Jay Halderman—mixmaster, Bryant Bustamante, Sarah Cigliano, Murali Tegulapalle, Brian Clarke, Stacey Ytuarte, Ryan Sinnock, Chris Archer, Maddie Nervous, Logan Stormbringer
Everyone at: Skatestreet, Transworld Skateboarding, 411VM, Adio, Axion, Birdhouse, Circa, City Stars, Diakka, Dwindle Distribution, Emerica, Es, Etnies, The Firm, Flip, Four Star Distribution, Hot Rod, Hurley International, Innes, Mountain Dew, Oakley's, Shorty's, Sole Technologies, Tech Deck, Toy Machine, Tum-Yeto, Zero

MUSIC

"Police Truck"
Performed by: Dead Kennedys
Written by: Jello Biafra and East Bay Ray
Published by: Decay Music (BMI)
Video Footage of "Dead Kennedys' Live Performance Documentary" appears courtesy of Dirk Dirksen Presents and Rhino Home Video
"Police Truck" available on the Dead Kennedys album "Give Me Convenience or Give Me Death"
Appears courtesy of: Decay Music

"Here & Now"
Performed by: The Ernies
Written by: Will Hummel
Published by: Mojoman/ Ernie World Publishing (BMI)
Video Footage courtesy of: Mojo Records, J. V.
"Here & Now" available on The Ernies album "Meson Ray"
The Ernies appear courtesy of: Mojo Records, J. V.
Under license from Universal Music Special Markets

"Vilified"
Performed by: Even Rude
Written by: Keith Kaplan,
David Wadsworth, and Christopher King
Published by: Even Rude (BMI)
Video footage courtesy of: Even Rude
"Vilified" available on the Even Rude
album "Superabsorbant"
Appears courtesy of: Even Rude
www.evenrude.com

"Superman"
Performed by: Goldfinger
Written by: John Feldmann
Published by: Mojo Music, Inc./
Mojoland (ASCAP)
Video footage courtesy of:
Mojo Records, J.V.
"Superman" available on the Goldfinger
album "Hang-Ups"
Goldfinger appears courtesy of:
Mojo Records, J. V.
Under license from
Universal Music Special Markets

"Jerry Was a Race Car Driver"
Performed by: Primus
Written by: Primus
Published by: Sturgeon (BMI)
"Jerry Was a Race Car Driver"
available on the Primus album
"Sailing the Seas of Cheese"
Appears courtesy of: Interscope Records
Under license from
Universal Music Special Markets

"Screamer" & "Nothing to Me"
Performed by: Speedealer
Written by: Speedealer
Published by: Star Pod Music
(BMI)/Cracked Out Music (BMI)
"Screamer" & "Nothing to Me" available on
the Speedealer album "Speedealer"
Appears courtesy of: Royalty Records

"Cyco Vision"
Performed by: Suicidal Tendencies
Written by: Mike Muir and Mike Clark
Published by: BHG Musick (BMI)
Video footage courtesy of:
Suicidal Records
"Cyco Vision" available on the
Suicidal Tendencies album "Freedumb"
Appears courtesy of: BHG Musick and
Suicidal Records
www.suicidaltendencies.com

"New Girl"
Performed by: The Suicide Machines
Written by: The Suicide Machines
Published by: Zomba Enterprises, Inc./
No Face Music (administered by
Zomba Enterprises, Inc.) (ASCAP)
Video Footage courtesy of:
Hollywood Records, Inc.
"New Girl" available on
The Suicide Machines album
"Destruction by Definition"
Appears courtesy of:
Hollywood Records, Inc.

"Committed"
Performed by: Unsane
Written by: Chris Spencer, Vinny Signorelli,
and Dave Curran
Published by: Relapse Release
Publishing (ASCAP)
All rights administered by Rykomusic, Inc.
Music Video Footage courtesy of:
Relapse Records
"Committed" is taken from the Unsane
album "Occupational Hazard"
courtesy of: Relapse Records
www.relapse.com

"Euro-Barge"
Performed by: The Vandals
Written by: Josh Freese
Published by: Slip N Bleed Music (BMI)
Video Footage courtesy of: Nitro Records
"Euro-Barge" available on The Vandals
album "Hitler Bad, Vandals Good"
Appears courtesy of: Nitro Records

VIDEOS

"The End" video footage
courtesy of Birdhouse

"Jump Off a Building"
video footage courtesy of
Toy Machine

"Misled Youth" video footage
courtesy of Zero

CUSTOMER SUPPORT

INTERNET CUSTOMER SUPPORT

support@activision.com or http://www.activision.com

OTHER CONTACT METHODS

Fax	(310) 255-2151, 24 hours a day
Mail	Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067
Phone	Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

Proof of Purchase

ISBN 1-58416-014-4

For Hints and Tips on Activision Games, Call:

1 (900) 680-HINT* U.S. (99¢ per minute)

1 (900) 451-4849* Canada
($1.49 per minute)

*Must be 18 years or older and have a touch tone phone.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to:
Warranty Replacements
Activision, Inc.
P.O. Box 67713
Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

birdhouse™

Tony Hawk

DECKS
CHECK OUT THESE AND OTHER PRODUCTS AT YOUR LOCAL SKATE SHOP

TONY HAWK "FULL SKULL" | TONY HAWK "FALCON 2" | TONY HAWK "FALCON 3" | GIANT B LOGO

THE END VIDEO
PARENTAL GUIDANCE SUGGESTED
RUNNING TIME: 42 MINUTES

NAME: _____

ADDRESS: _____
(NO PO BOXES PLEASE)

STATE: _____ ZIP: _____

PHONE: ( ) _____

T-SHIRTS $17 EACH + $3 SHIPPING/HANDLING-U.S.A.
ADD $1 MORE FOR EACH ADDITIONAL SHIRT (S/H)-U.S.A.

T-SHIRTS $17 EACH + $7 SHIPPING/HANDLING-CANADA
ADD $2 MORE FOR EACH ADDITIONAL SHIRT (S/H)-CANADA

SORRY, U.S. AND CANADA ORDERS ONLY!!!!
NO PERSONAL CHECKS!!!
PAYMENT METHOD: ☐ MASTER CARD/VISA ☐ CASHIERS CHECK/MONEY ORDER

SUBTOTAL		S ☐
TAX		M ☐
SHIPPING& HANDLING		L ☐
TOTAL		XL ☐

ADD 7.75% SALES TAX!!!
CALIF. RESIDENTS ONLY!!

BLACK T-SHIRTS ONLY!

CARD# _____ EXP. DATE: _____

SIGNATURE: _____

SEND CASHIERS CHECK, MONEY ORDER, OR CREDIT CARD PAYMENT TO:

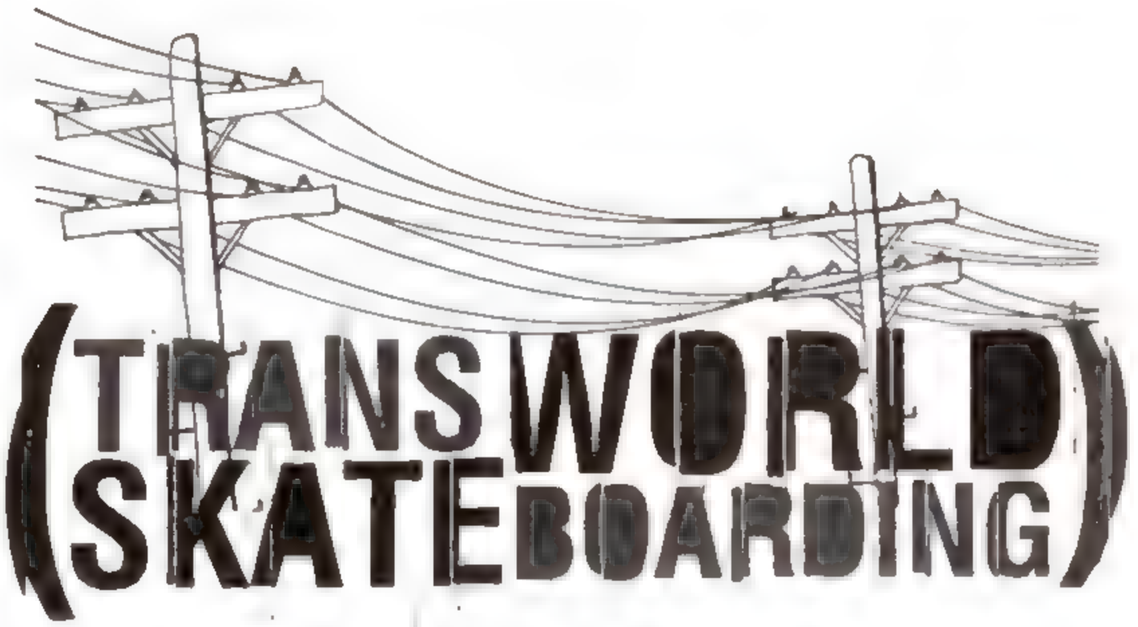
BIRDHOUSE
6765 WESTMINSTER BLVD. SUITE C-514
WESTMINSTER, CA 92683

PLEASE ALLOW 2-3 WEEKS FOR DELIVERY

PHOTO: ATIBA

www.b-house.com

FREE
TWS t-shirt



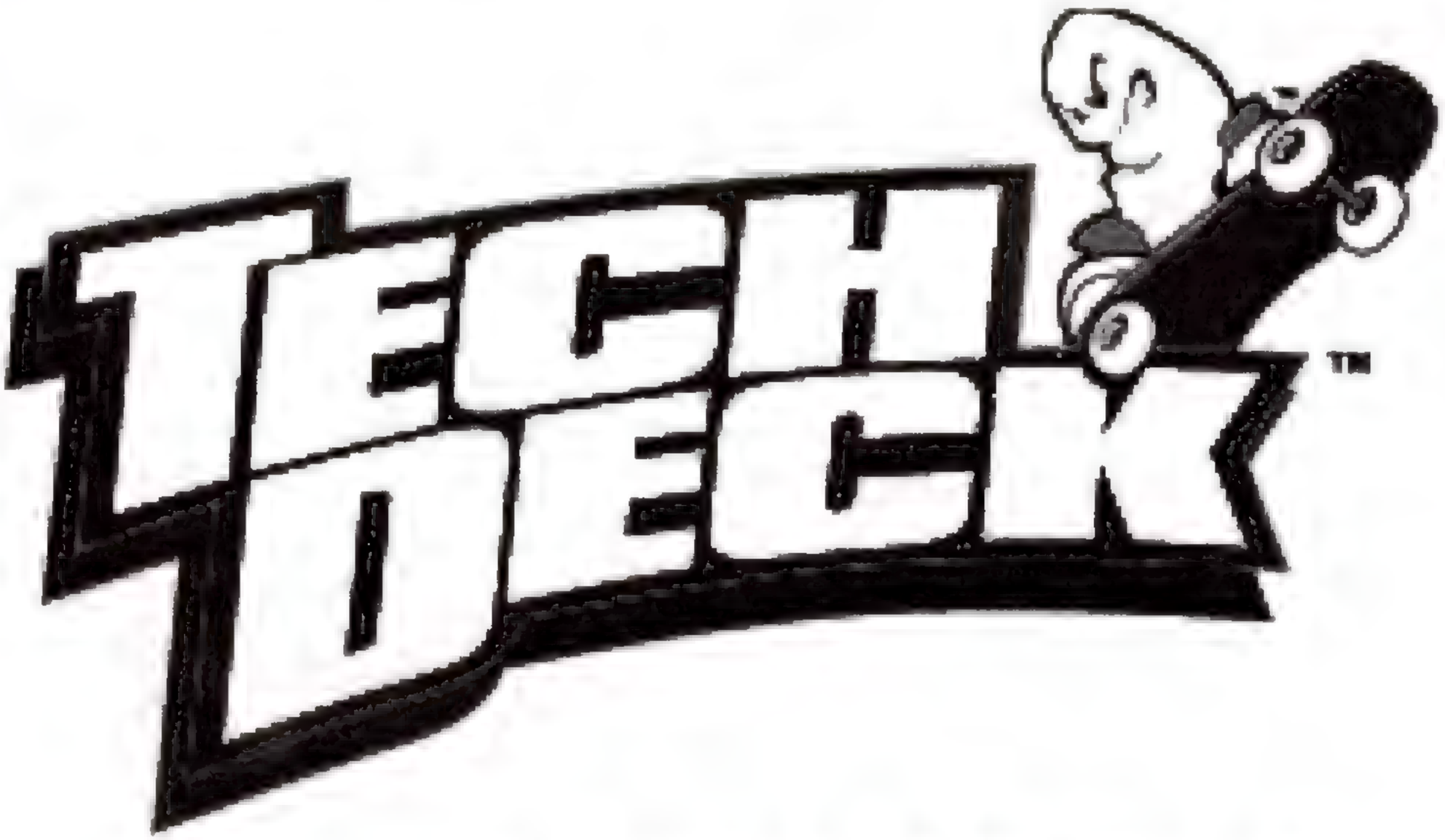
when you SUBSCRIBE to TransWorld SKATEboarding for ONLY $19.95

ORDER TODAY Call 1-888-TWS-MAGS

When calling, give them this special secret code > 4HAWK

& you will receive a FREE TransWorld SKATEboarding T-SHIRT!

(For Canadian/Foreign pricing, please call: 760-745-2809)



OFFICIAL MAKER OF TONY HAWK'S PRO SKATER REAL MINI SKATEBOARDS

FULL NAME_____

ADDRESS_____

CITY_____ STATE____ ZIP_____ COUNTRY_____

PHONE_____ AGE_____

NO POSTAGE NECESSARY IF MAILED IN THE U.S.

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 517 COSTA MESA, CA

POSTAGE WILL BE PAID BY ADDRESSEE

411VM.

411 VIDEO MAGAZINE

PO BOX 2705

COSTA MESA, CA 92628-9940

411 VIDEO MAGAZINE - SUBSCRIPTION CARD

FOR CREDIT CARD ORDERS CALL 714-641-7037

(PLEASE PRINT)

FULL NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____ COUNTRY _____

PHONE _____ E MAIL _____ DATE OF BIRTH _____

YES, I WOULD LIKE ☐ 3 ISSUES (SIX MONTHS) ☐ 6 ISSUES (TWELVE MONTHS)

SUBSCRIPTION STATUS ☐ FIRST TIME SUBSCRIBER ☐ RENEWAL SUBSCRIBER

VIDEO TAPE FORMAT ☐ NTSC (US) ☐ PAL (INTERNATIONAL)

CHOICE OF PAYMENT ☐ VISA ☐ MASTERCARD ☐ CHECK ☐ MONEY ORDER

CARD NUMBER _____ EXP. DATE _____

SIGNATURE _____

SUBSCRIPTION RATES

CALIFORNIA RESIDENTS
3 ISSUES (SIX MONTHS) **39.95**
6 ISSUES (ONE YEAR) **64.65**

U.S. RESIDENTS
3 ISSUES (SIX MONTHS) **37.95**
6 ISSUES (ONE YEAR) **60.00**

INTERNATIONAL RESIDENTS (INCLUDES CANADA)
3 ISSUES (SIX MONTHS) **49.95**
6 ISSUES (ONE YEAR) **78.00**

☐ **YES, I WOULD LIKE MORE INFORMATION ON 411 VIDEO MAGAZINE.**

PLEASE ALLOW SIX TO EIGHT WEEKS FOR FIRST ISSUE TO ARRIVE. THANK YOU FOR SUBSCRIBING TO 411 VIDEO MAGAZINE.

Prepare for the Next Generation in Auto Combat.

VIGILANTE 8 2ND OFFENSE™

Coming Fall 1999

www.activision.com

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067
Activision is a registered trademark and Tony Hawk's Pro Skater, Pro Skater and Vigilante 8: 2nd Offense are trademarks of Activision, Inc. © 1999 Activision, Inc. Tony Hawk is a trademark of Tony Hawk. Luxoflux is a trademark of Luxoflux Corp. All rights reserved. All other trademarks and trade names are properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

Luxoflux™

ACTIVISION.